

# *iscc* Tutorial

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# Outline

## 1 Introduction

## 2 Basic Concepts and Operations

- Sets and Iteration Domains
- Maps and Code Generation
- Dependence Analysis
- Transitive Closures
- Basic Counting
- Weighted Counting
- Computing Bounds

## 3 Simple Applications

- Pointer Conversion
- Dynamic Memory Requirement Estimation
- Reuse Distance Computation

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- What is `iscc`?
  - ⇒ interactive interface to the `barvinok` counting library
  - ⇒ also provides interface to the `CLoG` code generation library and to some operations of the `isl` integer set library
  - ⇒ inspired by Omega Calculator from the Omega Project

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  - ⇒ available from <http://freshmeat.net/projects/barvinok/>

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- ⇒ available from <http://freshmeat.net/projects/barvinok/>

- How to run `iscc`?

- ⇒ optionally obtain `CLoog` from <http://www.cloog.org/>
- ⇒ compile and install `barvinok` following the instructions in `README`
- ⇒ run `iscc`

Note: `iscc` currently does not use `readline`, so you may want to use a `readline` front-end: `rlwrap iscc`

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Examples from polyhedral model for program analysis and transformation

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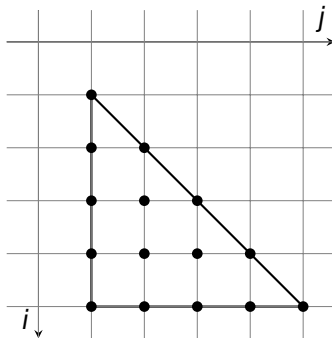


# Iteration Domains

```
for (i = 1; i <= 5; ++i)
  for (j = 1; j <= i; ++j)
    /* S */
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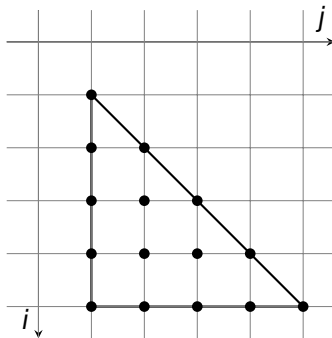
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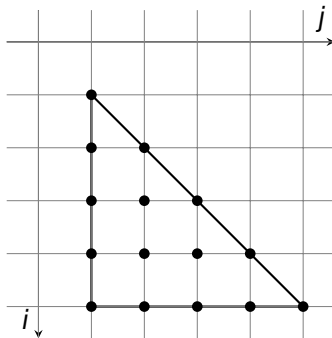
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$$\{ [i,j] : 1 \leq i \leq 5 \text{ and } 1 \leq j \leq i \}$$

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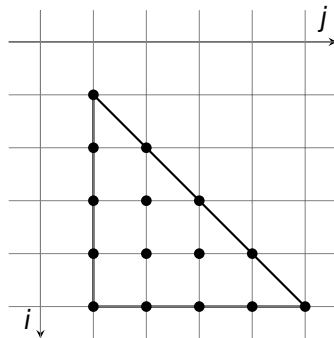


set variables

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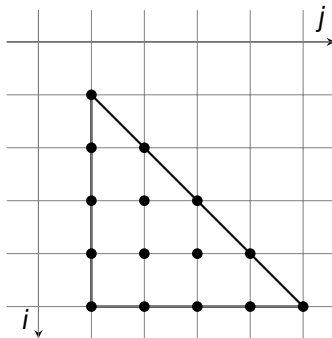
{  $[i, j]$  :  $1 \leq i \leq 5$  and  $1 \leq j \leq i$  }

affine constraints in DNF

# Iteration Domains

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for (i = 1; i <= n; ++i)
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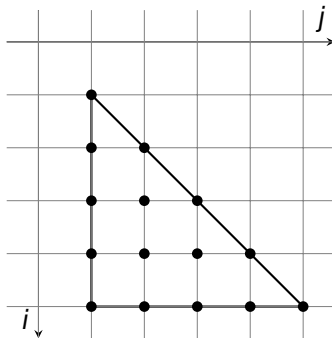
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affine constraints in DNF

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set variables

$\boxed{n} \rightarrow \{ \boxed{i, j} : \boxed{1 \leq i \leq n \text{ and } 1 \leq j \leq i} \}$

parameters

affine constraints in DNF

# Set Variables and Parameters

- set variables
  - local to set
  - identified by position
- parameters
  - global
  - identified by name



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$[n] \rightarrow \{ [i, j] : 1 \leq i \leq n \text{ and } 1 \leq j \leq i \}$

is equal to

$[n] \rightarrow \{ [a, b] : 1 \leq a \leq n \text{ and } 1 \leq b \leq a \}$

but not equal to

$[n] \rightarrow \{ [j, i] : 1 \leq i \leq n \text{ and } 1 \leq j \leq i \}$

or

$[m] \rightarrow \{ [i, j] : 1 \leq i \leq m \text{ and } 1 \leq j \leq i \}$

## Code Generation

```
for (i = 1; i <= n; ++i)
    for (j = 1; j <= i; ++j)
        /* S */
```

codegen [n] -> { [i,j] : 1 <= i <= n and 1 <= j <= i };

⇒ generate code that visits elements in lexicographic order

# Code Generation

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for (i = 1; i <= n; ++i)
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codegen [n]  $\rightarrow$  { [i,j] :  $1 \leq i \leq n$  and  $1 \leq j \leq i$  };

$\Rightarrow$  generate code that visits elements in lexicographic order

What if a different order is needed?

$\Rightarrow$  apply a **schedule**: maps iterations domain to multi-dimensional time

$\Rightarrow$  multi-dimensional time is ordered lexicographically

Example: interchange i and j

{[i,j]  $\rightarrow$  [t1,t2] : t1 = j and t2 = i} or {[i,j]  $\rightarrow$  [j,i]}

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codegen ({[i,j] -> [j,i]} \* S);

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intersect domain of map on the left with set on the right

# Code Generation

Generating code for more than one domain/statement

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Examples:

```
S := [n] -> { A[i] : 0 <= i <= n; B[i] : 0 <= i <= n };  
M := { A[i] -> [0,i]; B[i] -> [1,i] };  
codegen (M * S);
```

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Examples: (optional) name of space

disjunction

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all elements of A before any element of B

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all elements of A before any element of B  
 $S := [n] \rightarrow \{ A[i] : 0 \leq i \leq n; B[i] : 0 \leq i \leq n \};$   
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each element of A after corresponding element of B

# Lexicographic Optimization

```
for (i = 0; i < N; ++i)
  for (j = 0; j < N - i; ++j)
    a[i+j] = f(a[i+j]);
```

- What is the last iteration of the loop?

```
S := [N] -> { [i,j] : 0<=i<N and 0<=j<N-i };
lexmax S;
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lexmax S; lexicographically last element of set

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$A := [N] \rightarrow \{ [i,j] \rightarrow a[i+j] : 0 \leq i < N \text{ and } 0 \leq j < N-i \}$ ;

lexmax ( $A^{-1}$ );

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lexicographically last image element

# Dependence Analysis

*Given a read from an array element, what was the last write to the same array element before the read?*

Simple case: array written through a single access

```
for (i = 0; i < N; ++i)
    for (j = 0; j < N - i; ++j)
        a[i+j] = f(a[i+j]);
for (i = 0; i < N; ++i)
    Write(a[i]);
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Access relations:

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A1 := [N] -> { F[i, j] -> a[i+j] : 0 <= i < N and 0 <= j < N-i };
A2 := [N] -> { W[i] -> a[i] : 0 <= i < N };
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Map to all writes:  $R := A2 \cdot (A1^{-1})$ ;

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Given a read from an array element, what was the *last* write to the same array element before the read?

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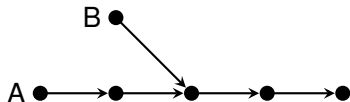
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In general: impose lexicographical order on shared iterators

# Transitive Closures

Given a graph (represented as an affine map)

$M := \{ A[i] \rightarrow A[i+1] : 0 \leq i \leq 3; B[] \rightarrow A[2] \};$



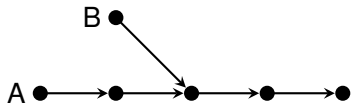
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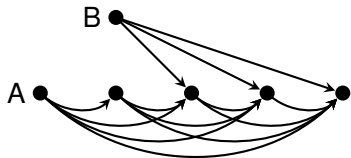
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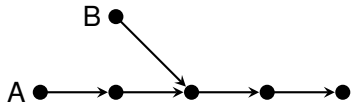


What is the transitive closure?  $\Rightarrow M^+;$

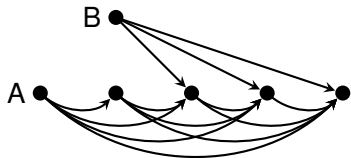


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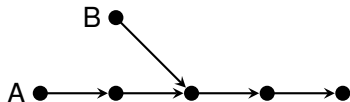


Result:

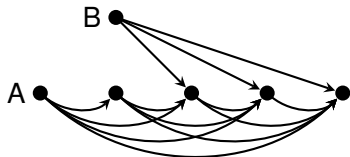
$$(\{ B[] \rightarrow A[00] : 00 \leq 4 \text{ and } 00 \geq 3; B[] \rightarrow A[2]; \\ A[i] \rightarrow A[00] : i \geq 0 \text{ and } i \leq 3 \text{ and } 00 \geq 1 \text{ and} \\ 00 \leq 4 \text{ and } 00 \geq 1 + i \}, \text{True})$$

# Transitive Closures

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Result:

$(\{ B[] \rightarrow A[00] : 00 \leq 4 \text{ and } 00 \geq 3; B[] \rightarrow A[2];$   
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 $00 \leq 4 \text{ and } 00 \geq 1 + i \}, \text{True})$

exact transitive closure

# Cardinality

```
for (i = 0; i < N; ++i)
    for (j = 0; j < N - i; ++j)
        a[i+j] = f(a[i+j]);
```

- How many times is the statement executed?

$S := [N] \rightarrow \{ [i, j] : 0 \leq i < N \text{ and } 0 \leq j < N - i \};$   
card S;

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 card ( $A^{-1}$ );

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card ( $A^{-1}$ ); — number of image elements

- How many array elements are written?

$A := [N] \rightarrow \{ [i, j] \rightarrow a[i+j] : 0 \leq i < N \text{ and } 0 \leq j < N - i \};$

card (ran A);



# Quasipolynomials

```
for (i = 1; i <= n; ++i)
    for (j = 1; j <= n - 2 * i; ++j)
        /* S */
```

How many times is S executed?

$\text{card } [n] \rightarrow \{ [i, j] : 1 \leq i \leq n \text{ and } 1 \leq j \leq n - 2i \};$

## Quasipolynomials

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for (i = 1; i <= n; ++i)
    for (j = 1; j <= n - 2 * i; ++j)
        /* S */
```

How many times is S executed?

$\text{card } [n] \rightarrow \{ [i, j] : 1 \leq i \leq n \text{ and } 1 \leq j \leq n - 2i \};$

Result:

$[n] \rightarrow \{ ((-1/4 * n + 1/4 * n^2) - 1/2 * [(n)/2]) : n \geq 3 \}$

That is,

$$-\frac{n}{4} + \frac{n^2}{4} - \frac{1}{2} \left\lfloor \frac{n}{2} \right\rfloor \quad \text{if } n \geq 3.$$

# Quasipolynomials

```

for (i = 1; i <= n; ++i)
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        /* S */

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Result:

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greatest integer part

That is,

$$-\frac{n}{4} + \frac{n^2}{4} - \frac{1}{2} \left\lfloor \frac{n}{2} \right\rfloor \quad \text{if } n \geq 3.$$

# Quasipolynomials

```
for (i = 1; i <= n; ++i)
    for (j = 1; j <= n - 2 * i; ++j)
        /* S */
```

How many times is S executed?

card [n]  $\rightarrow$  { [i,j] :  $1 \leq i \leq n$  and  $1 \leq j \leq n - 2i$  };

Result:

[n]  $\rightarrow$  {  $((-1/4 * n + 1/4 * n^2) - 1/2 * \boxed{[(n)/2]}) : n \geq 3$  }

greatest integer part

That is,

$$-\frac{n}{4} + \frac{n^2}{4} - \frac{1}{2} \left\lfloor \frac{n}{2} \right\rfloor \quad \text{if } n \geq 3.$$

Polynomial approximations

$\Rightarrow$  run `iscc --polynomial-approximation`

# Incremental Counting

```
for (i = 0; i < N; ++i)
    for (j = 0; j < N - i; ++j)
        a[i+j] = f(a[i+j]);
```

How many times is the statement executed?

- direct computation

$\text{card } [N] \rightarrow \{ [i,j] : 0 \leq i < N \text{ and } 0 \leq j < N-i \};$

# Incremental Counting

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```

How many times is the statement executed?

- direct computation

$$\text{card } [N] \rightarrow \{ [i, j] : 0 \leq i < N \text{ and } 0 \leq j < N - i \};$$

- incremental computation

$$\text{card } [N] \rightarrow \{ [i] \rightarrow [j] : 0 \leq i < N \text{ and } 0 \leq j < N - i \};$$

# Incremental Counting

```
for (i = 0; i < N; ++i)
    for (j = 0; j < N - i; ++j)
        a[i+j] = f(a[i+j]);
```

How many times is the statement executed?

- direct computation

```
card [N] -> { [i,j] : 0<=i<N and 0<=j<N-i };
```

- incremental computation

```
card [N] -> { [i] -> [j] : 0<=i<N and 0<=j<N-i };
```

Result:

```
[N] -> { [i] -> (N - i) : i <= -1 + N and i >= 0 }
```

```
sum [N] -> { [i] -> (N - i) : i <= -1 + N and i >= 0 };
```

# Incremental Counting

```
for (i = 0; i < N; ++i)
    for (j = 0; j < N - i; ++j)
        a[i+j] = f(a[i+j]);
```

How many times is the statement executed?

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- incremental computation

$$\text{card } [N] \rightarrow \{ [i] \rightarrow [j] : 0 \leq i < N \text{ and } 0 \leq j < N - i \};$$

Result:

$$[N] \rightarrow \{ [i] \rightarrow (N - i) : i \leq -1 + N \text{ and } i \geq 0 \}$$
$$\boxed{\text{sum}} [N] \rightarrow \{ [i] \rightarrow (N - i) : i \leq -1 + N \text{ and } i \geq 0 \};$$

sum over all elements in domain



## Total Memory Allocation

```
for (i = 0; i < N; ++i)
    for (j = i; j < N; ++j)
        p[i][j] = malloc(i * j + i - N + 1);
/* ... */
for (i = 0; i < N; ++i)
    for (j = i; j < N; ++j)
        free(p[i][j]);
```

How much memory allocated in total?

# Total Memory Allocation

```
for (i = 0; i < N; ++i)
    for (j = i; j < N; ++j)
        p[i][j] = malloc(i * j + i - N + 1);
/* ... */
for (i = 0; i < N; ++i)
    for (j = i; j < N; ++j)
        free(p[i][j]);
```

How much memory allocated in total?

sum [N]  $\rightarrow$  {[i,j]  $\rightarrow$   $i*j+i-N+1$ :  $0 \leq i < N$  and  $i \leq j < N$ };

# Memory Requirements

```
for (i = 0; i < N; ++i)
  for (j = i; j < N; ++j) {
    p = malloc(i * j + i - N + 1);
    /* ... */
    free(p);
  }
```

How much memory is needed?

# Memory Requirements

```
for (i = 0; i < N; ++i)
  for (j = i; j < N; ++j) {
    p = malloc(i * j + i - N + 1);
    /* ... */
    free(p);
  }
```

How much memory is needed?

$\text{ub } [N] \rightarrow \{[i,j] \rightarrow i*j+i-N+1 : 0 \leq i < N \text{ and } i \leq j < N\};$

# Memory Requirements

```

for (i = 0; i < N; ++i)
  for (j = i; j < N; ++j) {
    p = malloc(i * j + i - N + 1);
    /* ... */
    free(p);
  }

```

How much memory is needed?

ub [N] -> {[i,j] -> i\*j+i-N+1: 0 <= i < N and i <= j < N};

Result:

([N] -> { max((1 - 2 \* N + N^2)) : N >= 1 }, True)

# Memory Requirements

```
for (i = 0; i < N; ++i)
  for (j = i; j < N; ++j) {
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    free(p);
  }
```

How much memory is needed?

ub [N]  $\rightarrow$  {[i,j]  $\rightarrow$   $i*j+i-N+1$ :  $0 \leq i < N$  and  $i \leq j < N$ };

Result:

([N]  $\rightarrow$  {  $\max((1 - 2 * N + N^2))$  :  $N \geq 1$  }, True)

bound is tight

# Outline

## 1 Introduction

## 2 Basic Concepts and Operations

- Sets and Iteration Domains
- Maps and Code Generation
- Dependence Analysis
- Transitive Closures
- Basic Counting
- Weighted Counting
- Computing Bounds

## 3 Simple Applications

- Pointer Conversion
- Dynamic Memory Requirement Estimation
- Reuse Distance Computation

# Pointer Conversion

```
p = a;  
for (i = 0; i < N; ++i)  
    for (j = i; j < N; ++j) {  
        p += j * ((j-i)/4);  
        *p = hard_work(i, j);  
    }
```

Can we parallelize this code?



# Pointer Conversion

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p = a;  
for (i = 0; i < N; ++i)  
    for (j = i; j < N; ++j) {  
        p += j * ((j-i)/4);  
        *p = hard_work(i, j);  
    }
```

Can we parallelize this code?

⇒ No, (false) dependency through p

⇒ Compute closed formula for p

$$p = a + \sum_{\substack{(i', j') \in S \\ (i', j') \leq (i, j)}} j' \left\lfloor \frac{j' - i'}{4} \right\rfloor$$

with  $S = \{ (i', j') \in \mathbb{Z}^2 \mid 0 \leq i' < N \wedge i' \leq j' < N \}$

# Pointer Conversion

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with  $S = \{ (i',j') \in \mathbb{Z}^2 \mid 0 \leq i' < N \wedge i' \leq j' < N \}$

```

S := [N] -> { [i,j] : 0 <= i < N and i <= j < N };
L := S <=< S;
INC := { [[i,j] -> [i',j']] -> j' * [(j'-i')/4] };
INC := INC * (wrap (L^-1));
sum INC;

```

# Pointer Conversion

$$p = a + \sum_{\substack{(i',j') \in S \\ (i',j') \leq (i,j)}} j' \left\lfloor \frac{j' - i'}{4} \right\rfloor$$

with  $S = \{ (i', j') \in \mathbb{Z}^2 \mid 0 \leq i' < N \wedge i' \leq j' < N \}$

map: (elements of) left set lexicographically smaller than right set

$S := [N] \rightarrow \{ [i, j] : \emptyset \leq i < N \text{ and } i \leq j < N \};$

$L := S \lll S;$

$INC := \{ [[i, j] \rightarrow [i', j']] \rightarrow j' * [(j' - i') / 4] \};$

$INC := INC * (\text{wrap } (L^{-1}));$

sum INC;

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$$p = a + \sum_{\substack{(i',j') \in S \\ (i',j') \leq (i,j)}} j' \left\lfloor \frac{j' - i'}{4} \right\rfloor$$

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embed map in a set

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$INC := INC * (\text{wrap } (L^{-1}));$

sum INC;

embed map in a set

Note: if domain of argument to sum [ub] is an embedded map, then sum [bound] is computed over range of embedded map

# Dynamic Memory Requirement Estimation [CFGV2006]

How much memory is needed to execute the following program?

```
void m0(int m) {  
    for (c = 0; c < m; c++) {  
        m1(c);  
        B[] m2Arr = m2(2 * m - c);  
    }  
}  
  
void m1(int k) {  
    for (i = 1; i <= k; i++) {  
        A a = new A();  
        B[] dummyArr = m2(i);  
    }  
}  
  
B[] m2(int n) {  
    B[] arrB = new B[n];  
    for (j = 1; j <= n; j++)  
        B b = new B();  
    return arrB;  
}
```



# Dynamic Memory Requirement Estimation [CFGV2006]

How much (scoped) memory is needed?

⇒ compute for each method

$\text{ret}_m$  size of memory returned by  $m$

$\text{cap}_m$  size of memory “captured” (not returned) by  $m$

$\text{memRq}_m$  total memory requirements of  $m$

$$\text{memRq}_m = \text{cap}_m + \max_{p \text{ called by } m} \text{memRq}_p$$

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```
B[] m2(int n) {  
  B[] arrB = new B[n];  
  for (j=1; j<=n; j++)  
    B b = new B();  
  return arrB;  
}
```

# Dynamic Memory Requirement Estimation [CFGV2006]

How much (scoped) memory is needed?

⇒ compute for each method

$ret_m$  size of memory returned by  $m$

$cap_m$  size of memory “captured” (not returned) by  $m$

$memRq_m$  total memory requirements of  $m$

$$memRq_m = cap_m + \max_{p \text{ called by } m} memRq_p$$

```

B[] m2(int n) {
  B[] arrB = new B[n];      ret_m2 := { [n] -> n : n >= 0 };
  for (j=1; j<=n; j++)      cap_m2 := sum { [[n]->[j]]->1 :
    B b = new B();          1 <= j <= n };
  return arrB;              memrq_m2 := cap_m2;
}

```

# Dynamic Memory Requirement Estimation [CFGV2006]

```
void m1(int k) {  
    for (i = 1; i <= k; i++) {  
        A a = new A();  
        B[] dummyArr = m2(i);  
    }  
}
```

$$\text{cap}_{m1}(k) = \sum_{1 \leq i \leq k} (1 + \text{ret}_{m2}(i))$$

`ret_m2` is a function of the parameters of `m2`

We want to use it as a function of the parameters and local variables of `m1`

# Dynamic Memory Requirement Estimation [CFGV2006]

```

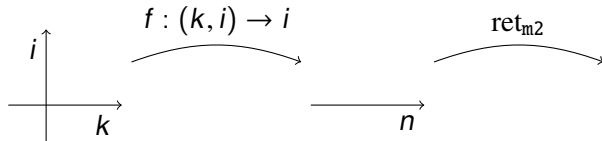
void m1(int k) {
    for (i = 1; i <= k; i++) {
        A a = new A();
        B[] dummyArr = m2(i);
    }
}

```

$$\text{cap}_{m1}(k) = \sum_{1 \leq i \leq k} (1 + \text{ret}_{m2}(i))$$

$\text{ret}_{m2}$  is a function of the parameters of  $m2$

We want to use it as a function of the parameters and local variables of  $m1$



$\Rightarrow$  compose  $f$  with  $\text{ret}_{m2}$  (pull back  $\text{ret}_{m2}$  over  $f$ )

```

{[[k]->[i]]->[i] : 1 <= i <= k} . ret_m2;

```

# Compositions with Piecewise (Reductions of) Quasipolynomials

$f \circ g$ ;

- $f$  is a map
- $g$  may be
  - ▶ piecewise quasipolynomial  
(result of counting problems)  
 $\Rightarrow$  take sum over intersection of  $\text{ran } f$  and  $\text{dom } g$
  - ▶ piecewise reduction of quasipolynomials  
(result of upper bound computation)  
 $\Rightarrow$  compute bound over intersection of  $\text{ran } f$  and  $\text{dom } g$

Note: if  $f$  is single-valued, then sum/bound is computed over a single point

# Dynamic Memory Requirement Estimation [CFGV2006]

```
void m1(int k) {  
    for (i = 1; i <= k; i++) {  
        A a = new A();  
        B[] dummyArr = m2(i);  
    }  
}
```

$$\text{memRq}_m = \text{cap}_m + \max_{p \text{ called by } m} \text{memRq}_p$$

```
ret_m1 := { [k] -> 0 };  
alloc1 := { [[k] -> [i]] -> 1 : 1 <= i <= k };  
alloc2 := { [[k]->[i]]->[i] : 1 <= i <= k } . ret_m2;  
cap_m1 := sum (alloc1 + alloc2);  
memrq_m1 := cap_m1 +  
    (ub ({ [[k] -> [i]] -> [i] : 1 <= i <= k } . memrq_m2));
```


# Dynamic Memory Requirement Estimation [CFGV2006]

```
void m0(int m) {  
    for (c = 0; c < m; c++) {  
        m1(c);  
        B[] m2Arr = m2(2 * m - c);  
    }  
}  
  
ret_m0 := { [m] -> 0 };  
a1 := { [m] -> [c] : 0 <= c < m } . ret_m1;  
a2 := { [m]->[m,c] : 0 <= c < m } . {[m,c]->[2m-c]} . ret_m2;  
cap_m0 := a1 + a2;  
t1 := { [m] -> [c] : 0 <= c < m } . memrq_m1;  
t2 := ub ({ [[m]->[c]] -> [2m-c] : 0 <= c < m } . memrq_m2);  
memrq_m0 := cap_m0 + (t1 . t2);
```



# Dynamic Memory Requirement Estimation [CFGV2006]

```
void m0(int m) {  
    for (c = 0; c < m; c++) {  
        m1(c);  
        B[] m2Arr = m2(2 * m - c);  
    }  
}
```

```
ret_m0 := { [m] -> 0 };  
a1 := { [m] -> [c] : 0 <= c < m } . ret_m1;  
a2 := { [m]->[m,c] : 0 <= c < m } . {[m,c]->[2m-c]} . ret_m2;  
cap_m0 := a1 + a2;  
t1 := { [m] -> [c] : 0 <= c < m } . memrq_m1;  
t2 := ub ({ [[m]->[c]] -> [2m-c] : 0 <= c < m } . memrq_m2);  
memrq_m0 := cap_m0 + (t1  t2);
```

combine reductions

## Reuse Distance Computation

Given an access to a cache line  $\ell$ , how many distinct cache lines have been accessed since the previous access to  $\ell$ ?

⇒ Is the cache line still in the cache?

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```
for (i = 0; i <= 7; ++i) {  
    A[i];           //reference a  
    A[7-i];         //reference b  
    if (i <= 3)  
        A[2*i];     //reference c  
}
```

Assume  $A[i]$  in cache line  $\lfloor i/3 \rfloor$

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}

```

Assume  $A[i]$  in cache line  $\lfloor i/3 \rfloor$

$i$	0	1	2	3	4	5	6	7
$r$	a b c	a b c	a b c	a b c	a b	a b	a b	a b
$r@i$	0 7 0	1 6 2	2 5 4	3 4 6	4 3	5 2	6 1	7 0
$\lfloor (r@i)/3 \rfloor$	0 2 0	0 2 0	0 1 1	1 1 2	1 1	1 0	2 0	2 0
distance	0 0 2	1 2 2	1 0 1	1 1 3	2 1	1 3	3 2	2 2

## Reuse Distance Computation

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}
```

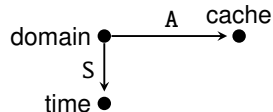
Assume  $A[i]$  in cache line  $\lfloor i/3 \rfloor$

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```

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    A[i];           //reference a
    A[7-i];         //reference b
    if (i <= 3)
        A[2*i];     //reference c
}

```



Assume  $A[i]$  in cache line  $\lfloor i/3 \rfloor$

```

D := { a[i] : 0 <= i <= 7; b[i] : 0 <= i <= 7; c[i] : 0 <= i <= 3 };
C := { A[i] -> L[j] : exists a =  $\lfloor i/3 \rfloor$  : j = a };
A := ({ a[i] -> A[i]; b[i] -> A[7-i]; c[i] -> A[2i] } . C) * D;
S := { a[i] -> [i,0]; b[i] -> [i,1]; c[i] -> [i,2] } * D;

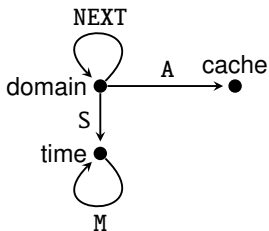
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```



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C := { A[i] -> L[j] : exists a =  $\lfloor i/3 \rfloor$  : j = a };
A := ({ a[i] -> A[i]; b[i] -> A[7-i]; c[i] -> A[2i] } . C) * D;
S := { a[i] -> [i,0]; b[i] -> [i,1]; c[i] -> [i,2] } * D;
TIME := ran S; LT := TIME << TIME; LE := TIME <=< TIME;
T := ((S^-1) . A . (A^-1) . S) * LT;
M := lexmin T;
NEXT := S . M . (S^-1); # map to next access to same cache line
AFTER_PREV := (NEXT^-1) . (S . LE . (S^-1));
BEFORE := S . (LE^-1) . (S^-1);
card ((AFTER_PREV * BEFORE) . A);

```